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Relevance scale   **101 A scalable mobile host protocol for the internet**

Anna Hać, Lei Guo

May 2000 **International Journal of Network Management**, Volume 10 Issue 3

Publisher: John Wiley &amp; Sons, Inc.

Full text available: [pdf\(408.92 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This paper describes a new Mobile IP protocol supporting wide area network. This protocol named Scalable Mobile IP &lt;SMIP&gt; allows any mobile host to move inside a large-scale area while being transparently connected to the Internet using its permanent IP address. Copyright © 2000 John Wiley & Sons, Ltd.

**102 WSQ/DSQ: a practical approach for combined querying of databases and the Web**

Roy Goldman, Jennifer Widom

May 2000 **ACM SIGMOD Record , Proceedings of the 2000 ACM SIGMOD international conference on Management of data SIGMOD '00**, Volume 29 Issue 2

Publisher: ACM Press

Full text available: [pdf\(223.65 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

We present WSQ/DSQ (pronounced "wisk-disk"), a new approach for combining the query facilities of traditional databases with existing search engines on the Web. WSQ, for *Web-Supported (Database) Queries*, leverages results from Web searches to enhance SQL queries over a relational database. DSQ, for *Database-Supported (Web) Queries*, uses information stored in the database to enhance and explain Web searches. This paper focuses primarily on WSQ, describing a simple, lo ...

**103 Performance evaluation of multiple time scale TCP under self-similar traffic conditions**

Kihong Park, Tsunyi Tuan

April 2000 **ACM Transactions on Modeling and Computer Simulation (TOMACS)**, Volume 10 Issue 2

Publisher: ACM Press

Full text available: [pdf\(264.71 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Measurements of network traffic have shown that self-similarity is a ubiquitous phenomenon spanning across diverse network environments. In previous work, we have explored the feasibility of exploiting long-range correlation structure in self-similar traffic for congestion control. We have advanced the framework of multiple time scale congestion control and shown its effectiveness at enhancing performance for rate-based feedback control. In this article, we extend the multiple time scale co ...

**Keywords:** TCP, congestion control, multiple time scale, network protocols, performance evaluation, self-similar traffic, simulation

**104 HMIPv6: A hierarchical mobile IPv6 proposal**

 Claude Castelluccia

January 2000 **ACM SIGMOBILE Mobile Computing and Communications Review**, Volume 4 Issue 1

**Publisher:** ACM Press

Full text available:  pdf(1.50 MB)

Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)

The IETF Mobile IPv6 protocol has been developed to manage global (macro) mobility. It is not adapted to local (micro) mobility since it does not support any kind of hierarchy. This paper presents a hierarchical protocol, built on top of Mobile IPv6, that separates local mobility (within a site) from global mobility (across sites) management. Local handoffs are managed locally and transparently to a mobile node's correspondent hosts while global mobility is managed with Mobile IPv6. Our scheme i ...

**105 Design and analysis of low-power access protocols for wireless and mobile ATM networks**

Krishna M. Sivalingam, Jyh-Cheng Chen, Prathima Agrawal, Mani B. Srivastava

January 2000 **Wireless Networks**, Volume 6 Issue 1

**Publisher:** Kluwer Academic Publishers

Full text available:  pdf(233.13 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper describes the design and analysis of a low-&dash;power medium access control &lt;br&gt;MAC&rpar; protocol for wireless/mobile ATM networks. The protocol – denoted EC&dash;MAC &lt;br&gt;energy conserving medium access control&rpar; – is designed to support different traffic types with quality&dash;of&dash;service &lt;br&gt;QoS&rpar; provisions. The network is based on the infrastructure model where a base station &lt;br&gt;BS&rpar; serves all the mobiles currently in its cell. A reserv ...

**106 The transport layer: tutorial and survey**

 Sami Iren, Paul D. Amer, Phillip T. Conrad

December 1999 **ACM Computing Surveys (CSUR)**, Volume 31 Issue 4

**Publisher:** ACM Press

Full text available:  pdf(261.78 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Transport layer protocols provide for end-to-end communication between two or more hosts. This paper presents a tutorial on transport layer concepts and terminology, and a survey of transport layer services and protocols. The transport layer protocol TCP is used as a reference point, and compared and contrasted with nineteen other protocols designed over the past two decades. The service and protocol features of twelve of the most important protocols are summarized in both text and tables.< ...

**Keywords:** TCP/IP networks, congestion control, flow control, transport protocol, transport service

**107 Composable ad hoc location-based services for heterogeneous mobile clients**

Todd D. Hodes, Randy H. Katz

October 1999 **Wireless Networks**, Volume 5 Issue 5

**Publisher:** Kluwer Academic Publishers

Full text available:  pdf(403.18 KB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

**108 Communications networks for the force XXI digitized battlefield**

Paul Sass

October 1999 **Mobile Networks and Applications**, Volume 4 Issue 3

**Publisher:** Kluwer Academic Publishers

Full text available:  pdf(745.29 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

In striving to meet the increasing demands for timely delivery of multimedia information to the warfighter of the 21st Century, the US Army is undergoing a gradual evolution from its "legacy"

communications networks to a flexible internetwork architecture based solidly on the underlying communications protocols and technology of the commercial Internet. The framework for this new digitized battlefield, as described in the DoD's Joint Technical Architecture (JTA), is taken from t ...

**109 A public-key based secure mobile IP**

John Zao, Joshua Gahm, Gregory Troxel, Matthew Condell, Pam Helinek, Nina Yuan, Isidro Castineyra, Stephen Kent

October 1999 **Wireless Networks**, Volume 5 Issue 5

**Publisher:** Kluwer Academic Publishers

Full text available:  pdf(255.65 KB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

**110 A flexible model for resource management in virtual private networks**



N. G. Duffield, Pawan Goyal, Albert Greenberg, Partho Mishra, K. K. Ramakrishnan, Jacobus E. van der Merive

August 1999 **ACM SIGCOMM Computer Communication Review , Proceedings of the conference on Applications, technologies, architectures, and protocols for computer communication SIGCOMM '99**, Volume 29 Issue 4

**Publisher:** ACM Press

Full text available:  pdf(1.67 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

As IP technologies providing both tremendous capacity and the ability to establish dynamic secure associations between endpoints emerge, Virtual Private Networks (VPNs) are going through dramatic growth. The number of endpoints per VPN is growing and the communication pattern between endpoints is becoming increasingly hard to forecast. Consequently, users are demanding dependable, dynamic connectivity between endpoints, with the network expected to accommodate any traffic matrix, as long as the ...

**111 A fast handoff scheme for wireless networks**



Cheng Lin Tan, Kin Mun Lye, Stephen Pink

August 1999 **Proceedings of the 2nd ACM international workshop on Wireless mobile multimedia**

**Publisher:** ACM Press

Full text available:  pdf(1.09 MB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

**112 Testing and evaluating computer intrusion detection systems**



Robert Durst, Terrence Champion, Brian Witten, Eric Miller, Luigi Spagnuolo

July 1999 **Communications of the ACM**, Volume 42 Issue 7

**Publisher:** ACM Press

Full text available:  pdf(220.41 KB)  Additional Information: [full citation](#), [citations](#), [index terms](#), [review](#)  
 html(35.64 KB)

**113 Papers: Automatic VLAN creation based on on-line measurement**



Sean Rooney, Christian Hörtagl, Jens Krause

July 1999 **ACM SIGCOMM Computer Communication Review**, Volume 29 Issue 3

**Publisher:** ACM Press

Full text available:  pdf(806.29 KB) Additional Information: [full citation](#), [abstract](#), [references](#)

Virtual LANs (VLANs) permit hosts connected to a LAN switch to be grouped together into logical groups as a function of some management policy rather than simply of their physical location. Commercial LAN switches support a variety of policies based on either physical or logical addresses, protocol types, tagged frames, or user defined rules. The objective of these policies is the same: to reduce the amount of traffic that needs to be routed by grouping together hosts which are likely to communi ...

**114 Bimodal multicast**

 Kenneth P. Birman, Mark Hayden, Oznur Ozkasap, Zhen Xiao, Mihai Budiu, Yaron Minsky  
May 1999 **ACM Transactions on Computer Systems (TOCS)**, Volume 17 Issue 2

**Publisher:** ACM Press

Full text available:  pdf(302.06 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

There are many methods for making a multicast protocol "reliable." At one end of the spectrum, a reliable multicast protocol might offer atomicity guarantees, such as all-or-nothing delivery, delivery ordering, and perhaps additional properties such as virtually synchronous addressing. At the other are protocols that use local repair to overcome transient packet loss in the network, offering "best effort" reliability. Yet none of this prior work has treated stability ...

**115 VIRTUS: a collaborative multi-user platform**

 Kurt Saar  
February 1999 **Proceedings of the fourth symposium on Virtual reality modeling language**

**Publisher:** ACM Press

Full text available:  pdf(4.09 MB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

**Keywords:** VRML, VRML event model, architecture construction engineering (ACE), collaborative virtual environment (CVE), computer supported collaborative work (CSCW), dead reckoning, distributed environments, living worlds, multi-user technologies, virtual environments, virtual worlds

**116 A parallel embedded-processor architecture for ATM reassembly**

Richard F. Hobson, P. S. Wong

February 1999 **IEEE/ACM Transactions on Networking (TON)**, Volume 7 Issue 1

**Publisher:** IEEE Press

Full text available:  pdf(331.21 KB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

**Keywords:** ATM, embedded systems, medium access control, segmentation and reassembly

**117 Papers: A novel approach to mobility management**

 Ron Hutchins, Tracy Camp, Philip H. Enslow  
January 1999 **ACM SIGCOMM Computer Communication Review**, Volume 29 Issue 1

**Publisher:** ACM Press

Full text available:  pdf(1.11 MB)

Additional Information: [full citation](#), [abstract](#), [references](#)

In this paper, we propose a novel approach to computer mobility. Our approach allows mobility to be rapidly deployed, as the networking infrastructure required for deployment is available off the shelf. Furthermore, a mobile node does not require modifications in order to use these mobile services. While our approach provides rapid deployment and supports both IP and non-IP protocols, only a subset of mobile usage scenarios are offered. In other words, our approach does not solve all the problem ...

**118 Multicast support for mobile hosts using mobile IP: design issues and proposed architecture**

Vineet Chikarmane, Carey L. Williamson, Richard B. Bunt, Wayne L. Mackrell

December 1998 **Mobile Networks and Applications**, Volume 3 Issue 4

**Publisher:** Kluwer Academic Publishers

Full text available:  pdf(268.04 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

In this paper, we consider the problem of providing multicast to mobile hosts using Mobile IP for network routing support. Providing multicast in an internetwork with mobile hosts is made difficult

because many multicast protocols are inefficient when faced with frequent membership or location changes. This basic difficulty can be handled in a number of ways, but three main problems emerge with most solutions. The tunnel convergence problem, the duplication problem, and the scoping problem ...

**119 Fast and scalable wireless handoffs in supports of mobile Internet audio**

Ramón Cáceres, Venkata N. Padmanabhan

December 1998 **Mobile Networks and Applications**, Volume 3 Issue 4

**Publisher:** Kluwer Academic Publishers

Full text available:  [pdf\(187.08 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Future internetworks will include large numbers of portable devices moving among small wireless cells. We propose a hierarchical mobility management scheme for such networks. Our scheme exploits locality in user mobility to restrict handoff processing to the vicinity of a mobile node. It thus reduces handoff latency and the load on the internetwork. Our design is based on the Internet Protocol (IP) and is compatible with the Mobile IP standard. We also present experimental results for the l ...

**120 Improving and managing multimedia performance over TCP–IP nets**

Nathan J. Muller

December 1998 **International Journal of Network Management**, Volume 8 Issue 6

**Publisher:** John Wiley & Sons, Inc.

Full text available:  [pdf\(338.34 KB\)](#) Additional Information: [full citation](#), [abstract](#), [index terms](#)

The TCP–IP-based Internet and, consequently corporate Intranets, were not designed for multimedia traffic. This article discusses the several ways of improving multimedia performance, finding that data compression techniques are no longer the most important factor. © 1998 John Wiley & Sons, Ltd.

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